



Michael Hamilton

MichaelHamilton.com

909 Mainland Street, Apt 2506, V6B 1S3 • Vancouver, BC • 604.999.9308 • mike@m2tm.net

## ○ Profile

---

I am an **enthusiastic experienced software developer** and spend most of my spare time programming, reading, drawing, or gaming. I have **several years of experience in the game industry** and am looking forward to exploring new opportunities with other passionate talented individuals.

## ○ Skills

---

### Languages

C++ (Very Skilled), C# (Proficient), Objective C (Proficient), PHP (Proficient), JavaScript (Proficient), SQL (working knowledge), HTML/CSS (Proficient).

### Activities

Programming, 2d Illustration, Sculpting, Competitive Gaming and Streaming (Diamond League of Legends)

## ○ Work Experience

---

### Hothead Games, (Vancouver BC)

#### Software Engineer

*November 2013 - Present*

- Ported a collection of 8 mobile **Big Win Sports** games to **Amazon's** Store.
- Worked in **C++** on legacy sports titles.
- Learned **C#, Unity**, and **NGUI** to work on **Boom Boom Soccer**.
- Created the team **texture generator** and **3d character generator**, which allows swappable parts to be combined into one model. This system constructs all the characters in our game **at run time on mobile** devices.

### TinyCo, (San Francisco CA, Vancouver BC)

#### Lead Software Engineer

*July 2011 - October 2013 (2 years 4 months)*

- Acted as **lead engineer** on **Tiny Pets** where I organized a team of 5 engineers for several months.
- Shipped **Tiny Pets** and **Tiny Monsters**, did feature development on **Tiny Village** and maintenance on **Tiny Chef**.
- I developed our C++ written **interview screening test** and assisted with the **hiring process**.
- I worked on **2 other unannounced projects**, one of which I was one of the **first 3 people** to work on.
- Tech: **Objective C** for 8 months and **C++** with our custom engine (Griffin) and **Cocos2dx** for the remainder. I spent a small amount of time with **Python, Java**, and **SQL**.

### BioWare (EA), (Edmonton AB)

#### Software Engineer

*May 2010 - May 2011 (1 year 1 month)*

- Worked on **Dragon Age 2**.
- Acted as a GUI programmer.
- Implemented the **Character Generation, Journal**, and **Options GUI** and worked on several other shared utilities and bug fixes to assist the team.
- Tech: **C++**, **Scaleform**, **Flash/ActionScript 2.0**, and the in-house toolset including **DAScript**.

### Squareflo New Media, (Regina SK)

#### Lead Programmer

*May 2008 - Oct 2009 (1 year 6 months)*

- Developed the **Squareflo CMS** which is actively powering over **40 websites**.
- Acted as a lead programmer performing **client specific tasks** while creating a set of shared **libraries and tools** and offering **hands on assistance for other developers** on their own tasks.
- Implemented custom websites designed by an in-studio artist in **photoshop** and **illustrator** from start to finish by hand.
- Developed custom **database import solutions**, **e-commerce implementations**, and **custom front-end scripted features**.
- Tech: **HTML**, **CSS**, **JavaScript**, **PHP**, **MySQL**.

## **BlackBox (EA), (Vancouver BC)**

**Co-op Software Engineer**

**October 2005 - May 2006 (8 months)**

- Worked on **Need for Speed: Most Wanted**.
- Developed a 25% more efficient **memory defragmentation** routine to improve performance of the track streamer (dynamically loaded race tracks).
- Worked on **front end GUI features** and developed a new **in-game memory tracking menu** within the in-house PS2 Dev Kit (Codeine).
- Tech: I worked with **C++** and **JavaScript**. I also acted as the team's **Sharepoint** technical administrator.

## ○ Personal Projects

---

### **Vampirism Beast (Jass/WC3 World Editor) (2007-2009)**

Warcraft 3 map (mod) which reached the **top 5 most hosted** maps when it first came out on Blizzard's western server out of over 10,000 (according to mapgnome.org). I originally developed this project on my own under the pseudonym M2tM. I created most of the original items and game modes using the scripting language **JASS**. After achieving popularity I transitioned support to two other developers so that I could focus on my career and other projects.

### **Dark Sky Fire (C++, SDL, OpenGL) (2007)**

This project started life as a very simple missile command style game and an gathered some popularity on free game sites after I posted it online. Most of the scores for the older version were very positive hovering around or over **80%**. The **highest review scored the game at a 91%**. The game is available on my portfolio: <http://MichaelHamilton.com>

### **MutedVision 2D Library (C++, SDL, OpenGL)**

I have been developing this in my spare time over the course of a few years. It currently **runs on iOS (iPhone/iPad), OSX (Mac), and Windows**. It is a simple scene graph library with additional utility and drawing features. The code is available on my portfolio: <http://MichaelHamilton.com>

## ○ Education

---

### **University of Regina**

- *Acted as Computer Science Student Society (CSSS) president*